## **All Phases**

PPTRB = Pitch Power Trim Rudder Bank

TWTW = Terrain Weather Traffic Wildlife

CRCLCA = Clear Right Clear Left Clear Avionics

GUMPS/F = Gas (Pump) Undercarriage Mixture Propeller Switches Flaps

Unable Unfamiliar Uncomfortable...Vectors please

Taxi: Climb into wind, dive away from

If the engine stops in 10 seconds what is the plan?

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#### Takeoff

FPL, Altimeters, Desired Heading, Desired Altitude Angle plane to see final approach, look & listen

GUMPS/F...ALL IN, If the engine quits pitch down

Smooth: Vr -> Vy

Short: Brakes Vr -> Vx -> Vy

Soft: Keep moving...Protect the nose...ASAP to ground effect Vx -> Vy

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#### **Enroute**

ATIS/AWOS, Brief, Pitot heat

**B**uild = PROC, Twist, Nav Ident, SBAS, Baro min, VOR Check, BRG1, BRG2

Engine health checks

Where are we now? Where to next? How low can we go? How high?

Checklist = CDI Source, Twist, APR or NAV+ALT, GUMPS, 7 Clicks

Speed Height Heading (refresh bug) Modes Talk (Timer)

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### Landing

Consider low approach for wind check/surface check

### **GUMPS/F**

Flaps in white arc

Go Around Ready = Partial flaps, ready to go around before last moment

Speed Height Center Nose

Transition eyes...expect floating...Keep crosswind corrections

Runway Made: Power down nose down

<u>Smooth/Soft</u>: Centerline slow flight...ease out power <u>Short</u>: When wheels touch, yoke back & flaps up

Go Around: **ALL IN...Flaps in stages** Touch/Stop and Go: Zero Flaps...All In

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# No Radio

7600 (76 radio needs a fix)

Altitude: Minimum Expected Assigned Route: Assigned Vectored Expected Filed

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# Spin Recovery

Power idle Aileron neutral Rudder opposite (one that fights) Elevator forward

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## **Engine Out**

Airspeed = pitch up to glide speed

Best = flattest, safest

Checklist = Tanks, Pump, Mix, Master, Mags

Declare = Freq you know you can reach someone, 7700 (77 heaven), 911

Mayday Mayday Who Where What

Execute = Doors, Spirals, S Turns, Slips, Flaps